A

Project Report on

“SNAKE GAME”

Submitted Partial fulfilment of requirement for the award of

# Degree in Master of Computer Application (MCA)

Submitted by:

Name: Monalisa Pradhan

Regd. Number: 2106151019



Under the Guidance of

Dr. Sasmita Acharya

Assistant. Prof., Department of Computer Application

Department of Computer Application

Veer Surendra Sai University of Technology

(Formerly,University Collegeof Engineering, Burla)

## Burla– 768018, Sambalpur



# Department of Computer Application

“VEER SURENDRA SAI UNIVERSITY OF TECHNOLOGY, Burla, Sambalpur, Odisha”

(Formerly, University College of Engineering, Burla)

CERTIFICATE

This is to certify that Monalisa Pradhan, student of Master in Computer Application

(MCA) 3rd semester bearing Roll No. 2106151019 has submitted the project

entitled " Snake Game" towards partial fulfillment of the requirement for the

award of the degree Masters in Computer Application (MCA) during the session

2022-23 under my guidance.

**GUIDE**



Department of Computer Application

“VEER SURENDRA SAI UNIVERSITY OF TECHNOLOGY, Burla, Sambalpur, Odisha”

(Formerly, University College of Engineering, Burla)

CERTIFICATION OF COMPLETION

This to certify that Monalisa Pradhan, student of Master in Computer Application (MCA) 3rd semester, bearing Roll No. 2106151019 has presented and completed a project entitled " Snake Game" in presence of the undersigned dignitaries.

**Head of Department**

# ACKNOWLEDGEMENT

I wish to express my heartfelt thanks to my project guide Dr. Sasmita Acharya, Assistant Prof., Department Of Computer Application (CA) for the opportunity to work with her, for her invaluable guidance, encouragement, suggestions and untiring support. She has been an advisor in true sense both academically and morally though out this project work.

I extend my sincere thanks to Dr. Sucheta Panda, Associate Prof. & Coordinator, Dept. of Computer Application, Dr. Sasmita Kumari Padhy, Associate Prof., Dept. of Computer Application, Mr. Sanjib Kumar Nayak, Asst. Prof., Dr. Sasmita Acharya, Asst.Prof., Dept. of Computer Application Dept. of Computer Application, Dr. Etuari Oram, Asst. Prof., Dept. of Computer Application for their continuous inspiration and intellectual support during this project work.

Special thanks to my family members especially to my parents and friends who’s

uninterrupted love, inspiration and blessings helped me to complete my Minor Project Work. I thank and owe my deepest regards to all who have helped me directly or indirectly.

Monalisa Pradhan

(Regd. No: 2106151019)

# ABSTRACT

The Basic Snake Game is a single-player game. Now we are familiar with this game in our childhood there was the phone of companies like Nokia, Motorola, lava, and blackberry used to manufacture phones with keypads. It had pre-installed this application and it was very fun to play in it. Earlier at the point of gaming this game used to entertain each and every kid.

But now the technology has grown and we have completely switched to smartphones. And now these games have either been upgraded to play on a smartphone or have been discontinued by the makers. But we as front-end developers can create this project and start gaining our knowledge in this field as a beginner.

Here, the player has to control the square shaped box (termed as a snake) on a bordered plane. The game is a very popular and interesting game. Here you know what you have to do. You just have to press any arrow keys to start moving the snake, then change the directions of the snake according to food position. After eating the food the size as well as the score get increased how many food the snake ate then get eating those red dots to score and grow your snake bigger.

|  |  |  |
| --- | --- | --- |
| SL. NO. | TITLE | PAGE NO. |
| 1 | INTRODUCTION | 1 |
| 2 | REQUIRED TECHNOLOGIES  2.1 HTML  2.2 CSS  2.3 JAVA SCRIPT | 2-3 |
| 3 | CODE SNIPPETS | 4-19 |
| 4 | OUTPUT | 20 |
| 5 | REFERENCE | 21 |

**TABLE OF CONTENTS**